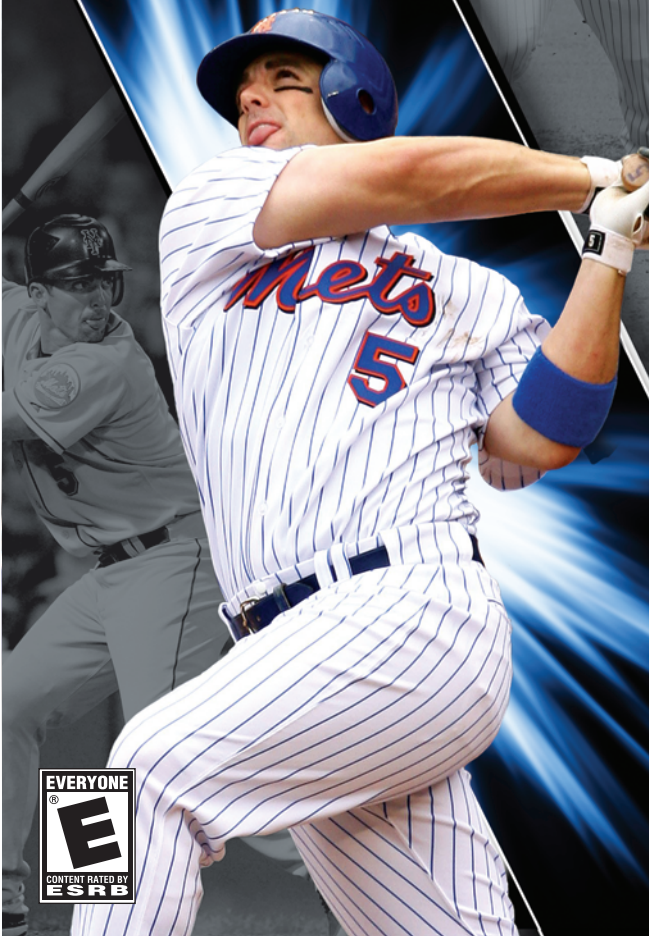


MLB07 THE SHOW™



For safe use of this product, carefully read the precautions section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

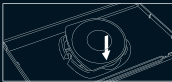
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

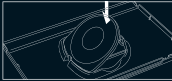
Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

MLB 07 The Show Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

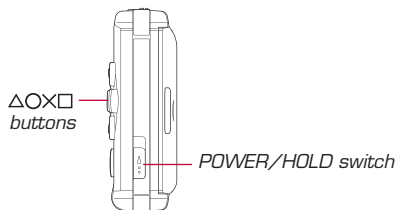
Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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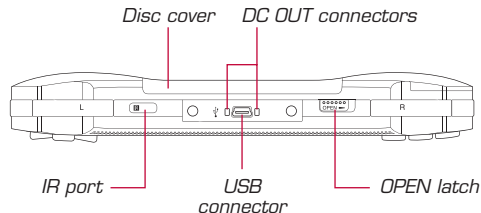
<i>Getting Started</i>	<i>2</i>
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **MLB 07 The Show™** disc with the label facing the system rear; slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press **×** of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 1072 KB of free space is required for a "Save Game" file.

Saving Profiles and Settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

Auto Save

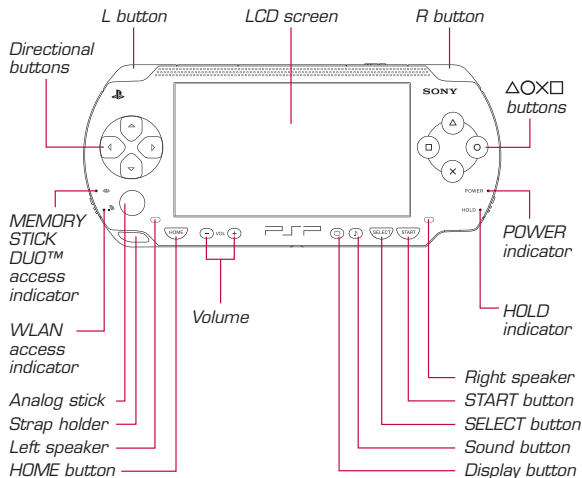
As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console.

Loading Saved Game Settings

Your saved game settings will automatically be loaded when first booting up **MLB 07 The Show™**. You can also choose to manually load saved data at the My Profile Menu by selecting MANAGEMENT and then choosing LOAD.

STARTING UP

PSP® (PlayStation®Portable) system configuration



WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. **Note:** *MLB 07 The Show™* supports Ad Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.

MLB 07 The Show is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player responsible for Wi-Fi fees.

Infrastructure Mode

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider; a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP® system's Instructional Manual. **Note:** A WLAN access point is a device used to connect to a wireless network.

Ad hoc Mode

Ad hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

GAME SHARING

Game Sharing allows you to share a pre-determined portion of *MLB 07 The Show™* content with other PSP® system users. The other users do not need to have the *MLB 07 The Show™* UMD in their PSP® system to use this feature. When another PSP® system user is nearby, select GAME SHARING from the Main Menu. The other PSP® owner must select Game Sharing from the XMB™ (Xross Media Bar) screen display menu. Once this is done, *MLB 07 The Show™* game content can be sent and played via the PSP® system's Wi-Fi functionality.

CONTROLS

Pitching

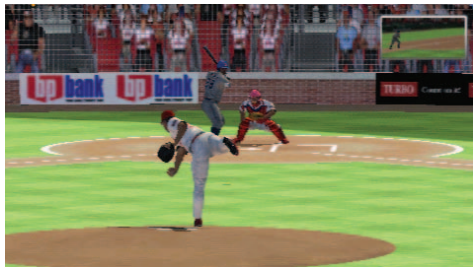
The more a player works on a pitch type, the better it becomes. Consequently, the more a player neglects a pitch type, the harder it is to work the strike zone.

Pitch Type 1	⊗
Pitch Type 2	⊙
Pitch Type 3	△
Pitch Type 4	□
Pitch Out	L + ⊗
Intentional Walk	L + ⊙
Pitcher/Batter Status Window	SELECT

Note: Catchers will call for specific pitches based on the pitcher's strengths and weaknesses. It's up to you to trust the catcher or shake him off.

Pitching After Set (after pitch selection)

Pickoff to 1st base	⊙
Pickoff to 2nd base	△
Pickoff to 3rd base	□
Pitch	⊗
Position ball in strike zone	analog stick
Step off Rubber	R



Pitch Type descriptions

4SFB – Four-seam Fastball	CH – Changeup
2SFB – Two-seam Fastball	CIR – Circle Change
RFB – Running Fastball	SNK – Sinker
CUT – Cut Fastball	FRK – Forkball
SPL – Splitter	SCR – Screwball
CB – Curveball	PLM – Palmball
12CV – 12-6 Curveball	KN – Knuckleball
SCV – Sweeping Curveball	KNCV – Knucklecurve
SL – Slider	GYRO – Gyroball
SLV – Slurve	EEPH – Eephus Pitch

Batting

Swing Direction in zone	analog stick
Swing	⊗
Power Swing	□
(in all modes except Rookie)	
Check Swing	⊗ or □
(press and release)	
Sacrifice Bunt (press early)	⊙
Drag Bunt (press late)	⊙
Pitch History	R
Guess pitch type 1	R + ⊗
Guess pitch type 2	R + ⊙
Guess pitch type 3	R + △
Guess pitch type 4	R + □
Guess pitch location	R + analog stick

Before the Pitch

Influence hit ball Ground	analog stick ↓ +
Influence hit ball Up	analog stick ↑ +
Influence ball to 1st	analog stick → +
Influence ball to 3rd	analog stick ← +
Pitch/Batter Status Window	

Baserunning

Note: In the table below, the term “base icon” refers to the [1st base], [2nd base], [3rd base], [Home] buttons on your controller.

Before the Pitch

All runners steal (auto steal)	
Steal individual base	+ [base icon] [2nd, 3rd, or Home]
Lead off all runners	directional button ←
Return all runners	directional button →
Lead off individual runner	directional button ← + [base icon]
Return individual runner	directional button → + [base icon]

After the Pitch

Advance all runners	
Return all runners	
Target a runner	analog stick
Advance individual runner	analog stick + [base icon]
Return individual runner	analog stick + [base icon]
Stop runner	+

Baserunning (Road to the Show-Specific)

Before the Pitch

Step Off	(tap)
Steal	(hold)
Step Back/Dive Back	 (if throw is coming)

After the Pitch

Advance	
Retreat	
Stop	+

Fielding

Defensive Fielder without Ball

Player movement	directional buttons or analog stick
Switch to closest player	
Jump or Dive	

Defensive Fielder with Ball

Player movement	directional buttons or analog stick
Throw to 1st base	
Throw to 2nd base	
Throw to 3rd base	
Throw to Home	
Throw to cutoff man	
Dive with ball	

Note: Press at any time during the game to pause and bring up the Pause Menu.

MAIN MENU

Once the game loads up, you are able to select from the following choices:

Game Modes

Choose from Exhibition, Manager Mode, Career, Season, Home Run Derby, and King of the Diamond.

Quick Play

A quick game between two teams. The default is the 2006 World Series Matchup (Tigers vs. Cardinals), but you can change teams just like an Exhibition game.

Historical Greats

Play against the true legends of the past.

Online

Head out to compete against players from around the world.

New In '07

See what's new in this year's **MLB 07 The Show™**. Learn about new game features including Profile System, Pitch Command System, Adaptive Pitching Intelligence, Swing Analysis, Throwing Meter, Baserunner Targeting, Umpire Personalities, and Road to the Show. And get details about new online features including Online Leagues, My Sliders, MLB Live Sportscast, and Online Player Card.

Features

Create Player Profiles, view game tips, move players to other teams, adjust rosters, and edit players.

Options

Adjust Gameplay, Audio, Jukebox, Game Tuning, and view Credits.



ONLINE

MLB 07 The Show™ Online enables you to play games with other users online and so much more. There are a number of menu options from which to choose, including Play Ball, Leagues, MLB Community, and MLB.com Headline News. To go online, select **ONLINE** from the Main Menu and press **X**.

CREATING A NETWORK CONNECTION

Note: If you have already created a valid network connection using the PSP® system software, skip this part and review the remaining sections.

Before you can play **MLB 07 The Show™** online, you must have created a valid network connection. To create a network connection, use the Network Settings application in the PSP® system software menu under Settings.

CREATE AN ACCOUNT

To play **MLB 07 The Show™** online, you will need to create an account, and then choose a unique screen name and password. You can save up to six accounts, including password with the MLB Account Manager. You will be given the option to fill out your Online Profile Form. The Profile Form allows you to enter important

personal information and notification settings. The notification settings are for Leagues and Promotions and you can decide how you want to receive them, either through email or text message.

Note: Use of the online portion of this game is subject to your acceptance of the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is shown on page 33 of this manual or available online at www.us.playstation.com/support/useragreements. Requires broadband internet service for online play. User responsible for all applicable internet fees.

In the Online Home, you can navigate your way to any of the online menu options. Jump into a game right away with the new Play Now feature, which matches you up right away with the next opponent. Press the **X** on Play Ball and you can choose between Play Now and entering a Game Room. Also in Online Home you can post messages on the message boards, send mail, join or create Leagues, view and edit your Player Card, and much more.

GAME ROOMS

Game challenges take place here. You can search for perfect match-ups or challenge other online players for a ranked or unranked game. You can also view all the players online within your selected Game Room.

Selecting a Game Room

To join a Game Room, press **X** to enter the Game Room list screen where you can choose from multiple rooms. Your rankings will determine which room you can enter.

Game Rooms vary from Rookie and Veteran to All-Star and more—essentially giving gamers with any skill level a place to play. Highlight the Game Room and press **X**

to enter. You can challenge an opponent to either an Exhibition or league game. You can also IM a player or add a player to your buddy list. At any time you can check on the game status of players that are already in a game online in that game room.

The Chat Area/Selecting a Game

Available games are listed in the player list of the game room. You can scroll through the player list and see if anyone online is available for a game by checking the icon status. A baseball means they are in game, a glove means they are available for a game or to chat with. While looking for a game, you can read all the real-time chatting between potential opponents on the Chat Area side.

Join in the trash talking or search for valuable information about your opponents. Anyone online in the same Game Room can view your chat messages and participate in the dialog. To post a chat, from the chat screen, highlight the bottom chat bar or use a USB keyboard. Type in a message and enter it. Your message will be displayed in the chat window.

To select an opponent for a game, highlight a name from the list of players in the Game Room and press **X**. A Player List pop up will appear giving you game options to select. You can set the game options, view your opponent's Online Player Card, and start the game.

Quitting Games

After accepting challenges or joining games, you must finish the entire contest or else you will lose points from your overall ranking.

Online Player Card

The new Online Player Card allows you to see your Profile or when available see other online users Player Card. It also allows you to see Personal Player Info, League Info,

Player Progression, Statistics and MLB Achievements. It is a great way to see how you are doing online or to view potential league or exhibition opponents.

Leaderboards

Leaderboards show in real time your ranking among all **MLB 07 The Show™** players. Each ranking is listed by point total and provide details of team statistics. The Affiliation leaderboards option shows all user stats with the same team affiliations.

Online League Play

Online leagues allow you to create or join new leagues and play a set number of series. There will be full stat tracking and points will be awarded for playing Online Leagues. Online users will compete in leagues to ultimately win their division, go to the playoffs and become League Champion. You can create a league and become League Commissioner to run your league how you see fit. As a Commissioner you can create a league with up to 30 teams and all the settings that you wish to have. Online leagues are the best way to find out who is the best in a league format.

My Sliders

Create ideal game settings offline, and then upload to the **MLB 07 The Show™** server for others to view, download and try out on their own time offline. They can then go back online and rate the game setting. This gives each user an opportunity to tune the game they way they like it and share with other online users.

MLB Live Rosters

You can download Live Roster updates for regular and online play. Live rosters represent the current rosters of MLB teams including all players moves, injuries, and attribute updates. When you go online, the latest Live

Roster will automatically be downloaded on to your Memory Stick Duo. To play online, you must have the latest Live Roster update. You will then be prompted to save the roster. You can also go to the Home/Welcome screen to download the latest rosters using the Rosters Option.

Message Boards

New to **MLB 07 The Show™** for PSP, Message Boards provide a place for players to discuss all-things baseball and any other topic of interest.

Mail

New to **MLB 07 The Show™** for PSP, The Mailbox enables you to send private mail messages to any online player as long as you have their user name(s). Sending mail is a perfect way to contact your friends about game start times or to just talk baseball.

News2Go Offline Reader

Get the latest news around the league directly from the source: mlb.com. View 620 team and league articles in 31 feeds that are updated hourly. You can save the articles of your choice to your memory device and read news offline at your leisure.



Enhanced MLB Sportscast

View all Major League Baseball games live. You can see the score, position of base runners, balls, strikes, outs, and more all in real-time. By highlighting any game on the Icon Ticker you can get up to date scores and see the status of the game in actual real-time.

Edit Profile Form

At any time you can edit your profile form with new personal information or change your notification settings.

EXHIBITION MODE

When selecting teams for the game, you are able to select from this year's MLB teams, as well as bonus teams including the All-Star team. Beneath the team symbol are rankings that break down the team's attributes. The team options include selecting team jerseys, changing your game settings, selecting your starting pitcher, setting your batting order, and choosing the stadium in which to play the game. Exhibition games are a one-game format and stats from these games cannot be saved to a Memory Stick Duo unless a user profile is loaded prior to the Exhibition Mode selection.

CAREER MODE

Choose from the new Road to the Show or Classic career modes.

In Road to the Show, you can play both offense and defense from your custom-created player's perspective. The game will automatically fast-forward to the next player sequence in which you need to take control, with occasional situational goals coming up from coaches and managers that need to be completed.

The goal for both career modes is to create a player and build a successful career earning post season and career awards. Ultimately you want to get your created player inducted to the Hall of Fame. Choose from two different Career types: Road to the Show and Classic. A Career can be up to 10 seasons or longer if your player is still performing well. Throughout the career, you'll take your player through the ups and downs of the Majors and Minors; he'll go through situations not unlike real major leaguers including trades, free agency, contract issues, promotions, and demotions.

Create Player and Select Team

To begin a Career, you need to create a player and assign him to a team in hopes of getting a contract offer after Spring Training. From any Team Select screen, pay attention to the Competition chart. This helps you pick your spot to make your shot at the big leagues. If the parent club has a perennial All-Star at your position or a hot rookie waiting in the minors, you're going to need an outstanding Spring to make the team.

Spring Training

Earning a spot on a major league roster will depend on your prospect's performance in Spring Training games. You aren't the manager of the team, so you will not be playing every day. Make sure you take advantage of the opportunities that your player gets. As Spring Training progresses, keep track of his status using the Career LOCKER ROOM Status Menu. As your prospect's status climbs, the MLB Status Meter moves through the Rookie, Pro, Veteran, All-Star, and Hall of Fame levels. Once he reaches a certain level, he can be offered a lucrative contract.

Career Home

From the Career Home sub menu, you can manage your player's career. From here, visit the Locker Room, check on your contract, train, and interact with the other players and manager in the clubhouse. Take care on how you interact. Remember you are trying to make the big club; being a malcontent in Spring Training will not earn you any bonus points.

SEASON

During one- and two-player seasons, you play an entire 14, 29, 82, or 162-game season with the same team. You qualify for the playoffs if you win your division or finish as the league wild-card team at the end of the season.

Once you select to play a game on the schedule, you can play the game, manage, or simulate it.

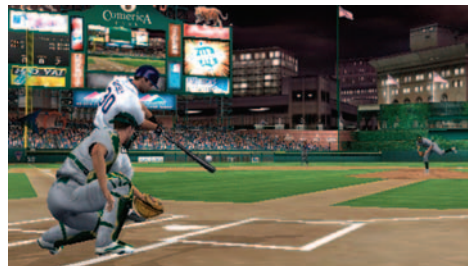
From the Season Menu, you can use the Around the League menu to view the league's standings, statistics, roundup, leaders, and accolades. Manage your roster from the Player Management menu to edit your lineup, trade players, sign free agents, activate players, and more.

HOME RUN DERBY

A Home Run Derby can include up to 10 hitters from any team and can be held in any stadium throughout the league. Facing an unlimited number of pitches, you get user selected three, five, or ten outs per at bat. Anything other than a home run is considered an out.

Bracket Breakdown

7–10 players	3 total rounds of play
3–6 players	2 total rounds of play
2 players	1 round of play



KING OF THE DIAMOND

King of the Diamond is a fun mini-game where you try to rack up as many runs as you can. Unlike Home Run Derby that only scores runs on the long ball, you can hit singles, doubles, triples, and home runs—as well as fly outs, grounds outs, and double plays. Score more runs than your opponent in a user-selected number of innings. 1 Player Ladder is a multitiered competition that takes you through all four difficulty levels of gameplay while also facing tougher opponents as each level progresses. Quick Play is a single round competition against one opponent.

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"Hang 'Em High"

Performed by A Static Lullaby
Published by A Static Lullaby (ASCAP)

Lyrics: Joe Brown

Music: Joe Brown, Dan Arnold, John Martinez, Dane Poppin, Jarrod Alexander
Courtesy of Fearless Records

"This Could Be Anywhere In The World"

Performed by Alexisonfire
Hastings, Wade Macneil, George Pettit, and Chris Steele
Published by EMI April Music Inc.

(p) 2006 Vagrant Records.
Courtesy of Vagrant Records.
Vagrant Records is distributed through Interscope Records, a Division of UMG Recordings, Inc.

"Anti-Saint"

Performed by Chevelle
Written by Peter Loeffler & Samuel Loeffler

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"All Better Now"

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Written by Matthew Whyte
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"Feeding Frenzy"

Performed by Early Man
Written by Early Man
Published by Forward From The Apes Inc.
Early Man "Feeding Frenzy"
Taken from the album Closing In

Courtesy of Matador Records
www.matadorrecords.com

"Gravity"

Performed by Embassy

Written by C. Todd Nielsen
& Michael Seminari

Published by Sony/ATV Songs
LLC (ASCAP) and Sony/ATV
Tunes LLC (BMI)

Courtesy of Embassy

"Carpal Tunnel Of Love"

Performed by Fall Out Boy

Written by Peter Wentz,
Patrick Stump, Joseph
Trohman, and Andrew Hurley

Published by Sony/ATV Songs
LLC (BMI)

(p) 2006 The Island Def Jam
Music Group

Courtesy of The Island Def
Jam Music Group under
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Music Enterprises

"Nightmare"

Performed by Halifax

Written by Christopher
Brandt, Adam Trabish,
Michael Hunau, Doug Peyton

Published by HX Music Corp.
(ASCAP)

Courtesy of Drive-Thru/
Sanctuary Records

**"Put Your Money Where
Your Mouth Is"**

Performed by Jet

Written by Christopher
Cester, Cameron Muncey,
and Nicholas Cester

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"Loud As War"

Performed by Maxeen

Written by Thomas Robert
Bailey, Jay Michael Skowronek,
Shannon McMurray

Published by BMG Songs
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World Music (ASCAP)

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Records Inc.

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"This Is How I Disappear"

Performed by My Chemical
Romance

Written by Gerard Way, Ray
Toro, Mikey Way, Frank Iero
and Bob Bryar

Published by Blow The Doors
Off The Jersey Shore Music

Courtesy of Warner Bros.
Records Inc.

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Music Group Video Game
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"Caught In A Rundown"

Performed by Over It

Written by Over It

Produced and Mixed by
Cameron Webb at Maple
Wood Studios, Costa
Mesa, CA

Mastered by Sarah Register
at The Lodge Mastering
Studios, NYC

Published by Over It Music

Courtesy of Virgin Records
America, Inc.

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"Loud Pipes"

Performed by Ratatat

Written by Evan Mast
& Mike Stroud

Published by El Pico
Publishing and Big Slippa
Publishing

Courtesy of XL
Recordings Ltd.

Taken from the album
Classics

(p) 2006 XL Recordings Ltd.

www.xlrecordings.com

"Oh! Gravity"

Performed by Switchfoot

Published by Publishing
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Written by Jonathan Foreman
and Tim Foreman

Courtesy of Columbia Records

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BMG Music Entertainment

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Entertainment

"Black Hearts"

Performed by Test Your Reflex

Written by Ryan Levine/Test
Your Reflex

Published by Test Your Reflex
and Yered Music/Paragon
Productions,

LLC. (ASCAP) (BMI)

From the album
"The Burning Hour"

Used courtesy of RCA
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"What You Heard"

Performed by The Checks

Written by Sven Pettersen
and Ed Knowles

Published by Copyright Control

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Music Entertainment

(UK) Limited

By arrangement with Sony
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Records

"Red, Orange, Yellow"

Performed by The Photo Atlas

Written by The Photo Atlas
(A. Andrews, D.S. Hirley, M.
Hawkins, B. Threlkeld)

Published by The Photo Atlas
(BMI)

Courtesy of Stolen
Transmission/Universal
Music Enterprises

"Joker And The Thief"

Performed by Wolfmother

Written by Andrew Stockdale,
Chris Ross, Myles Heskett

Published by Wolfmother PTY LTD. (BMI) administered by Cherry River Music Co. (BMI)

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"Yeah Yeah (Stomp the Bleachers)"

Performed by Wylde Bunch

Written by Damon Crawford, Ishmael Ferguson, Brandon Jordan, Jenee Dixon

Published by YungDame Music/Surfdog Music (ASCAP), Administered by Surfdog Music, Janey Spits Music/Surfhound Music (SESAC), Administered by Surfhound Music, Teriyaki Speed Music/Surfhound Music (SESAC), Administered by Surfhound Music, Ish Happens Music (ASCAP)

Courtesy of Surfdog Records

www.wyldebunch.com

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This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

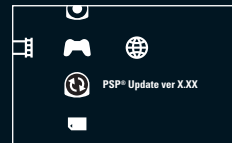
During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>

PlayStation 2



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